



Name: _____ Counter: _____

F-304 Odyssey refit

SPECS		MANEUVERING		COMBAT STATS	
Class: HCV		Turn Cost: 1x Speed		Fwd/Aft Defense: 15	
In Service: 2007		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: ?		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 100		Pivot Cost: 3+3 Thrust		Extra Power: +0	
Hyper Delay: 4 Turns		Roll Cost: 1+1 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA

VLS Missile System

Class: Ballistic
Mode: Standard
Damage: variable (12)
Range: 20 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Notes: Intercepting weapons add +1 to intercept rating. Naquadah or Naquadria warheads. May fire in saturation mode. Damage: 20 1d4+1 times. Maximum Pules: 5. Grouping Range: +1 per 3. Expends 4 ammo

Multiphased Beam

Class: Molecular
Mode: Ranking
Damage: 4d10 +8
Range Pen: -1 per 3 hexes
Fire Control: +7/+5/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Armor
Shield Penetrator IV

Rail CIWS

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Standard
Damage: 1d10+6
Fire Control: -/-/+4
Range Pen: -3 per hex

Transporter Array

Class: EM
Mode: special
Damage: special
Range Pen: -1 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Ballistic intercept only
Rate of Fire: 1 per turn
Special Notes Targeted ship loses 9 boxes from a system that is hit. Ship must have shields offline. Fighters hit immediately dropout. Ignores armor. May affect marines and characters. See Rules.

Standard Missiles:

Cost: Free
Warhead: 12
Range: 20

Naquadah Enhanced Missiles:

Cost: 8 Combat Points
Warhead: 25
Range: 20

Naquadria Enhance dMissiles:

Cost: 15 Combat Points
Warhead: 2d10+20
Range: 20

VLS MISSILES

Rack #1		
Rack #2		
Rack #3		
Rack #4		

FORWARD HITS

1-4: Fwd Thrusters
5-6: Multiphased Beam
7: Transporter Array
8: Rail CIWS
9-12: VLS Missile
13-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Aft Thruster
7-9: Multiphased Beam
10-11: Rail CIWS
12-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-3: Port/Stbd Thrust
4-5: Hangar
6-7: Multiphased Beam
8-9: Rail CIWS
10-11: Shield Generator
12-13: Hyperdrive
14: Engine
15: Cloaking Device
16-17: Reactor
18-19: Sensors
20: CnC

SPECIAL NOTES

Atmospheric Capable
Transporter Rings
Cloaking Device
Asgard Hyperdrive
Zero Point Module

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Adv Shield Chart (Base 10)

Resistance Level 3 (-75%)

MODE:

Piercing, -2, Pulse, +1, Flash, +2

Sustained, -0, -1, -3, Raking, +1,

Penetrating, -1, -2, -3, -4 (per SP level)

CLASS:

Antimatter, +1, Gravitic, -1, Matter, -1

Molecular, -2, Plasma +1

ICON RECOGNITION

- Thrust
- C & C
- Sensors
- Hyperdrive
- Reactor
- Hangar
- VLS Missile Rack
- Multiphased Beam
- CIWS
- Transporter Array
- Shield Gen

